



DDES2120

Object 2: Objects and Place

Term T2, 2020

Course Information

Units of Credit: 6

Course Overview

Course Description

Fully Online Delivery Term 2 2020

Some adjustments have been made to this course to allow for fully online delivery during the COVID-19 situation. Please refer to the Resources section at the back of this document for more information about materials and resources required to complete this course outline.

This intermediate course within the Object disciplinary studio will introduce you to the contextual and relational significance of objects. Building on fundamental thinking-through-making skills acquired in the introductory course, you will focus on the context of culture and place to examine social practices relating to dining rituals. Through this contextual lens, you will learn how to develop an understanding of the role of objects in facilitating social and meaningful interactions. You will design and make prototypes by utilising digital technologies and craft processes. Central to the processes learned is the potential for objects to be produced as multiples using casting and 3D printing methods.

Course Learning Outcomes

On completion of this course, the student should be able to:

1. Experiment with range of materials and methods and apply findings to the design, fabrication and presentation of objects.
2. Examine and critique the contextual and relational significance of design objects through the cultural and historical analysis of objects and place.
3. Demonstrate and apply digital literacies and processes relevant to object design and prototyping.
4. Investigate and communicate an effective synthesis of concepts, forms, materials and processes through the design and development of objects.

Teaching and Learning in this Course

This courses uses a variety of teaching approaches:

Blended/online

- Review – Assessment / Feedback Tool
- Collaborate Ultra in Moodle – Virtual Classroom
- Microsoft Teams - Teamwork Hub and Group Chat Platform
- Zoom - Video and Audio Conferencing, Chat, and Webinars
- Echo360 - Lecture Recording
- The Box - Media Repository
- Moodle - Learning Management System

Assessment

	TITLE	WEIGHTING	ASSESSMENT TYPE
Assessment Task 1	Dining Ritual Objects	40%	Design Studio Work
Assessment Task 2	Designs for Dining Rituals	60%	Design Studio Work

Resources

Engagement with university workshop facilities will be replaced, conducted and experienced through learning within the home studio environment. You will develop a personal design practice in your home studio setting supported by a combination of live lecture presentations, group and individual discussions and video resources on Moodle.

You will need access to a camera (eg. iPhone) for documenting design inspiration, design process and the final studio outcomes and a laptop for online learning and for project development including software such as Microsoft Word and Teams, Fusion 360, Illustrator, Photoshop, Adobe Acrobat.

Students will need basic design studio tools and materials to visualise design ideas including as a guide: a steel ruler, cutting mat, scalpel knife, scissors, assortment of pens, pencils, markers, highlighters, tape, PVA glue, wire (such as electrical or coat hanger wire), cotton thread, needles, and other materials sourced from your everyday. A safety note: when working with materials such as wire please protect your eyes with safety glasses.